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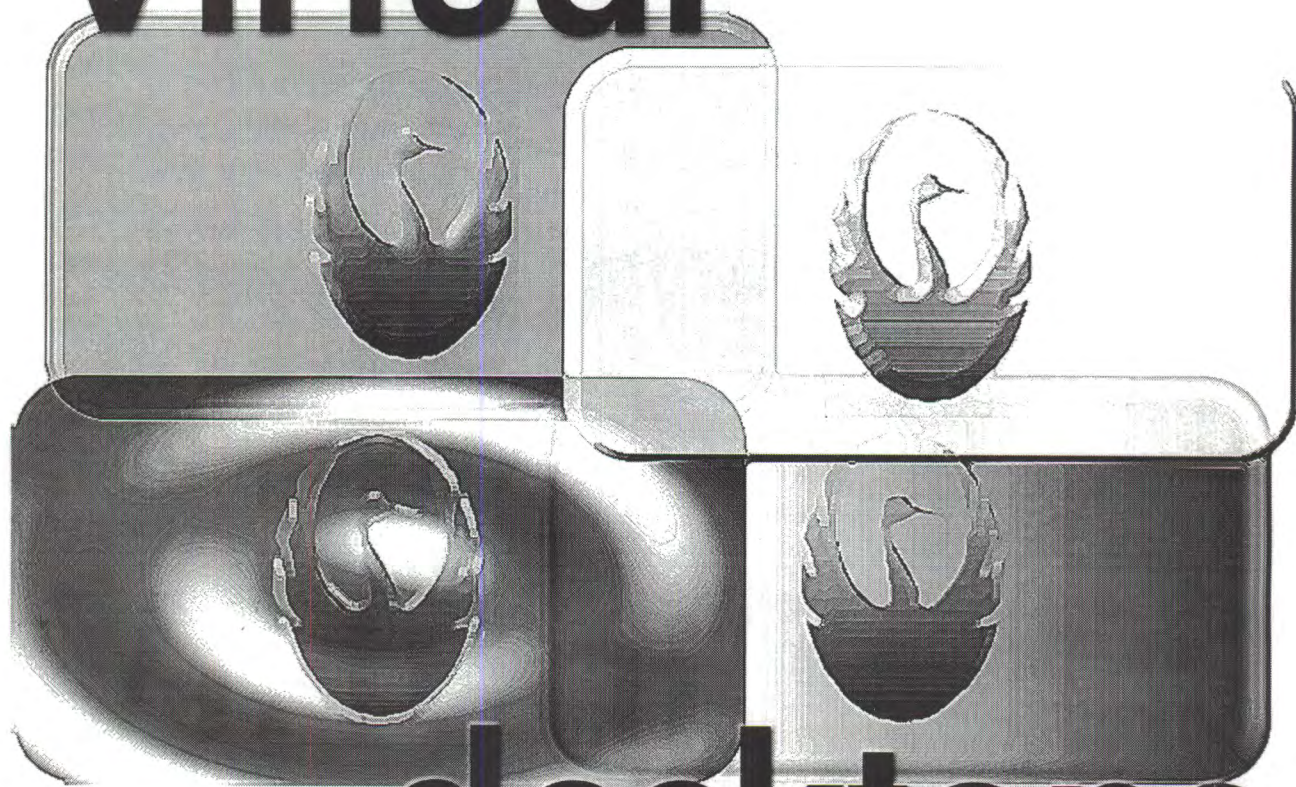
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extended attributes

The magazine of the OS/2 community

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desktops

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Bill Schindler.

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Extra-Odin-ary

by Bill Schindler, Editor-in-chief

.comment

After a little more than a year, the Win32-OS/2 project—now under “new management” as Odin—is once again shipping alpha versions.

The goal of the Odin project is to make Windows 9x/NT applications run on OS/2. To do so, the Odin software converts a Windows executable into an OS/2 executable (the files have different formats). Odin also supplies libraries that emulate the Windows APIs, so applications are “fooled” into running on OS/2.

If you think that’s pie-in-the-sky, check out www.netlabs.org/odin and follow the screenshots link. You’ll see several Windows applications that look like 100% OS/2 apps. This is way cool stuff.

The original Win32-OS/2 project kind of faded away about a year ago, after releasing four alpha versions. After the original team called it quits, many of us figured that was the end of the project. But the folks at Netlabs (www.netlabs.org) announced that they would take over. They renamed the project Odin, set up Web pages with preliminary information, and then fell silent until recently. Behind the scenes, the Odin team redesigned the original project and started coding.

Netlabs has converted the project to an open source bazaar model. Since anyone can have access to the source

code, many developers were attracted to Odin. More are now involved than had been with the Win32-OS/2 project.

In mid-November, the first alpha version produced under the Odin banner was released. This version appears to be a major step forward in both functionality and overall code quality.

Odin is a big project. To accomplish the project’s goals to “make every Windows program load and operate properly, and the goal of the second part of the project is to create complete OS/2 implementation of Win32 API,” the Odin team needs to build over 25 DLLs, create translation tools, and coordinate two related projects.

Will Odin reach its goals? I’d say the chances are very good. Some of the best talent in the OS/2 universe is on the Odin team. (Go look at the list of developers. I bet you recognize several of the names on the list as the authors of some of your favorite utilities.)

The Odin project is an example of the OS/2 community at its best. I encourage you to check out their Web site and get involved in any way that you can. ☺

Phoenix OS/2 Society, Inc

The Phoenix OS/2 Society, Inc (POSSI) is an international organization of computer users with an interest in IBM’s OS/2 operating system and related issues.

President **Dick Krueger** president@possi.org
Vice-President **Esther Schindler** esther@bitranch.com
Treasurer **Mike Willmoth** mwillmoth@compuserve.com
Board member **Marilyn Pizzo** mpizzo@mindspring.com
Board member **Bill Teags** wteags@nbond.com
Board member **Julian Thomas** jt@epix.net
Membership **Evelyn Hitch** hitch@ibm.net

Editor-in-chief **Bill Schindler** editor@possi.org
Asst editor **Esther Schindler** esther@bitranch.com
Reviews editor **Craig Greenwood** reviews@possi.org
SIG news editor **Ernie Fisch** ernfisch@indirect.com
Contributing editors **David Both, Joel Frey, Craig Greenwood, David Wei, John Wubbel, Alan Zeichick**
Ad manager **Marilyn Pizzo** mpizzo@mindspring.com

Phoenix OS/2 Society, Inc
5515 N 7th St, PMB 5-133
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Up against the firewall

Learning more about the OS/2's undocumented firewall

by John Sandercock

Last month in *extended attributes*, I wrote about the undocumented firewall in TCP/IP 4.1 for OS/2. It should have been obvious to everyone who read the article that I was relating a learning experience. I've learned a few more things since I wrote that article, which I would like to share. Plus, there have been some interesting related developments.

Another TCP/IP programmer has weighed in with a utility for configuring the firewall. The latest beta of ServerConfig/2 now includes support for the TCP/IP 4.1 firewall. You might remember from reading "New and improved" in the July 99 issue that ServerConfig/2 is a free GUI utility which helps administrators manage and configure the Apache web server and the InetPowerServer. See www.ecs.soton.ac.uk/~dm898/soft.html for details.

Testing your firewall

I said last month there was no good way to test the firewall. I was wrong. Patrick Tantraphol, on the POSSI discussion list (www.possi.org/lists.html), tipped everyone to an interesting Web site created by Steve Gibson (remember Spin-Rite?) which can test the security of any computer which accesses the site by probing to see if any of its TCP/IP ports are open. It's called "Shields UP!" and it's at <http://grc.com>. Try it first with a computer running Windows; it's pretty scary. I tested my computer a few times, made some adjustments to my packet filtering rules as a result of its advice, and was very pleased when the site finally reported that my computer was invisible, even though I was browsing the Web and reading email at the same time.

The rules I set up may not be appropriate for everyone, but they will give you an idea of what you can do with packet filters. First, I permitted UDP packets inbound from any source to any port on my computer above 1023. You need to allow those packets in order to browse the Web, because otherwise your computer will not resolve domain names. In other words, your Web browser won't connect

to www.possi.org unless you know the actual dotted quad address behind it.

Next, I permitted all TCP packets with the ACK bit set (i.e. those from established connections) inbound. That allows the computer to accept packets you request from other IP hosts, like Web servers and POP3 mail servers.

Finally, I permitted everything outbound and denied everything inbound. Remember that the firewall applies the rules from the top down. The first rule which applies to the packet determines what happens to the packet.

These rules allow you to browse the Web and send and receive email. They will also allow you to telnet to another IP host. They will probably interfere with FTP, because FTP requires that you accept a new connection from the remote host. Setting up packet filtering rules for FTP is hard because the connection involves two channels with packets moving in opposite directions. If you need to download anything via FTP, you should probably just stop the firewall for the time it takes.

These rules will stop anyone from pinging your computer, and as I said, Steve Gibson's site will report that you are invisible to the Internet.

Problems in TCP/IP 4.1

There is a downside to using TCP/IP 4.1, however. I learned from David Azarewicz (who says he learned it from Paul Hethmon at Warpstock) that TCP/IP 4.1 has an unusual "feature" which causes it to create a route for every IP address it sees. This can lead to an enormously long routing table, unless you purge it occasionally. For instance, the routing table on my Web server now has an entry for everyone who has accessed it.

I also want to warn you again that TCP/IP 4.1 may not be as stable as the 16-bit stack. All I have to cite are anecdotes, but crashes have been more frequent (about once a week) since I upgraded to 4.1 and started to use the firewall. ☹

Creating object menus in OS/2

...or, the right mouse button is your friend

by Esther Schindler

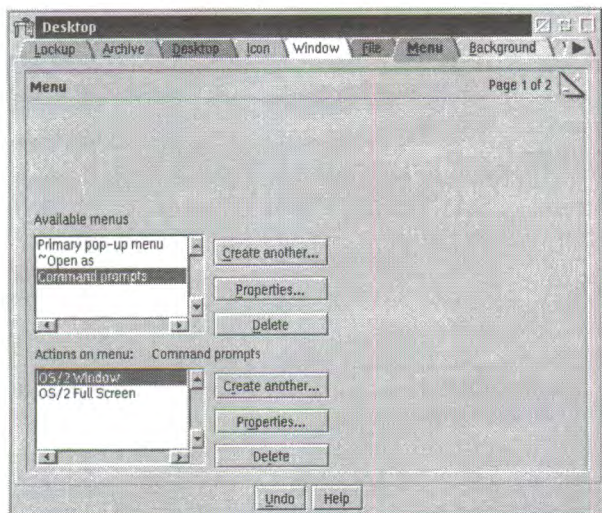
I have a lot of stuff on my OS/2 desktop. A *lot* of stuff. I own at least four word processors, five or six communications programs, two spreadsheets, a few databases, three graphics programs... and that's only the OS/2 applications. When you consider my odd collection of DOS and Windows applications, too, it isn't any surprise that I have folders shoved inside folders, and a half dozen of them open on my desktop.

I run some applications frequently, though, and I like to get to them as quickly as possible. There are plenty of ways to do this in OS/2, but in this article I'll focus on just one method: adding applications to the pop-up menu that appears when you click on the right mouse button.

What right mouse button?

First, let's review what we already know about the OS/2 desktop and what the right mouse button does. The rule to set in your mind is "In OS/2, when you right-click on an object, you'll get a list or menu of what you can do to that object." If you right-click on a data object (what most people would think of as a "file"), you'll get options like "print," "copy," and "delete." If you right-click on a program object, among your choices are "Open... Program" and "Create shadow."

Any good OS/2 application uses the right mouse button in this way. Right click on a spreadsheet range to see what you can do to or with the range; right-click on a table in your OS/2 word processor to see a menu of table options. This is the heart of what "object-oriented" is all about—and everything follows these same basic rules. It's part of the consistency that makes OS/2 easy to use.



The OS/2 desktop is an object, too. So, when you right-click on the background of your OS/2 screen, OS/2 displays a menu of what you can do. You can shut down the system, change the desktop settings, and so on.

If you haven't already explored OS/2 by using your right mouse button, take a few minutes to do so. You'll be amazed at what you'll find. (No chocolate, alas, but there are other good things lurking.)

Since clicking on the right mouse button lets you know what you can do, it makes sense to let the user (that is, *you*) add to that list. OS/2 makes it easy to add items, maximizing your convenience. Rather than navigate your way around the desktop, if you can find an eensy-weensy spot of background on your screen, you can start up your favorite programs.

How to do it

In this example, we'll add a few of the command prompts to your desktop menu. Note that you could as easily use your favorite OS/2 word processor, or Excel, or a REXX program. Also, although I focus on the main desktop menu, you can add custom object menus to any folder. I'm not sure exactly why you would want to do this, but you can. (Here's some homework: check the settings on different kinds of objects, and find out what else has a Menu page on its notebook.)

To prepare yourself for this example, open the OS/2 System folder, then open up the Command Prompts folder inside it. You'll see why in a few moments.

1. Right-click on the background of the OS/2 desktop, to bring up the desktop menu.
2. Choose **Properties** (or **Settings**, if you're using OS/2 Warp 3).
3. Click on the **Menu** tab, and take a moment to look at what you see. The choices in the top half of the notebook page correspond to the choices you see on the menu, don't they? We're going to add another one.
4. Click on the **Create another...** that appears in the top half of the notebook page, the one next to "available menus." Another, smaller, dialog appears.
5. Type in the name of the new menu option: **Command prompts**. (You could name it anything, of course, but for this first time we'll behave ourselves.) Leave the default as **Cascade Window**, and choose **OK**. The name of your new menu option, Command Prompts, should appear in the list of available menus. Nifty, huh? Too bad it doesn't do anything yet.
6. Click on the **Command Prompts** text in that upper window. Now, to add a program to the list here, you

could click on the **Create another...** associated with **Actions on menu** and fill out all sorts of stuff. Don't do that; it's too much work. Instead, we'll take a shortcut.

7. Move things around on your desktop so that the Command Prompts folder doesn't overlap the settings notebook too much. Cast an eagle eye on the "OS/2 Command Prompt" program object. Press the right mouse button on the "OS/2 Command Prompt" object, and while holding it down, drag it until the icon appears in the box below **Actions on menu**. You'll see the "No! Don't! Stop!" international slash across the icon until you get the icon positioned in the right place. Release the mouse, and the text associated with the program object will appear in the Actions window.
8. Repeat Step 7 with another program object in the Command Prompts folder. You'll now have two items listed. (You could add a whole bunch of things here, but control yourself. It's just an example.)
9. Close the Properties notebook.
10. To test, click the right mouse button on the desktop. At the bottom, you'll see a menu item that says, "Command Prompts" (or something more rude, if you didn't listen to me). Click on that, and choose the OS/2 Command Prompt, which will open a command line window.

Minor improvements

You tried that, didn't you? And (if you're using an original version of OS/2 Warp 3) I bet the first thing you thought was, "Hey, I got an error message when the command window opened! Why, that pond scum—she didn't tell me I'd get an error message! I'll sue!"

Sheesh. You think I could get just a little gratitude, first.

Here's the story on that error message.

When you're using pop-up menus, the desktop sends the name of the object as a parameter. This confuses some programs, such as COMMAND.COM. When you try to start a command session this way, you'll see an error message, but it doesn't actually hurt anything. On the other hand, there's no particular reason to let annoying error messages stay around, so you might as well eliminate it. To stop the name of the object from being sent to the program:

1. Open the Properties for the program object—in this case, the OS/2 Command Prompt.
2. Select the **Program** tab (if it isn't already the one displayed).
3. In the **Parameters** field, type in a percent sign (%).
4. Close the Properties notebook.

(This was fixed sometime in the Warp 3 timeframe, so don't be distressed if you don't see the error message, either.)

Neat as it is, I don't recommend that you go whole hog with this feature. I've found that even a minor desktop corruption—the kind that performing a CHKDSK /F will fix—can lose your custom menus. If you like your handiwork, make sure you use your favorite utility to back up your extended attributes (which is where these things are stored). I wish I knew a way to save these settings separately, but I haven't found it yet. ☹

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Troubleshooting

by David Both

.two warped

We have all had to do our share of troubleshooting. It goes with the territory. If you work or play with computers, there are always problems to be solved.

Even though we solve problems all the time, most of us never think about how we go about doing it. The process is not complex, but most people could not tell you how they do it. Neither could I, until I began working for IBM in the early '70s. One of the first—and best—classes I attended taught me how to solve problems, and helped me understand the process I had been using for years. By understanding this process, I could better understand when and where I had gone astray.

The Zen of problem solving

To solve any kind of problem, you use equal parts of art and science, with a little bit of religion thrown in for good measure.

Everyone has his own unique approach. I offer my own five step approach as one example. I follow these steps each time I attempt to solve a problem.

The first step is subject knowledge. You must be knowledgeable about OS/2 and about the hardware on which OS/2 is installed. To paraphrase the Star Trek enemies called the Borg, "Without knowledge, resistance is futile." Everyone who is good at solving problems relies upon a large base of knowledge. This includes knowledge of how things should work, as well as knowledge of what to expect when they do not.

You obtain knowledge by reading, by attending classes or conferences, by experimentation, and by communicating with other knowledgeable people.

Observation

Observe the problem's symptoms. It is important to know all of the symptoms. It is as important to observe what is happening correctly as it is to observe those things which are not.

Ask yourself questions about what you see. Ask questions specific to the problem at hand, but also ask some general questions. Is the problem caused by hardware, OS/2, or by application software? As early in the process as possible, isolate the problem to one component.

Have you experienced a similar problem in the past? Perhaps the cause and solution are similar, too.

What are the error messages? They can be very helpful in determining the source of a problem. A common reason for failing to solve a problem quickly is the failure to read the error messages.

What happened just before the error occurred? Perhaps it is related to the problem.

What would have happened if the error had not occurred? It is critical that you know the expected result, so that you recognize when the problem is corrected.

What system hardware or software changed recently? Anything that changed is suspect.

Gather as much information about the problem's symptom as you can.

Never assume that information you obtained from another person is correct. Observe everything for yourself. This presents a significant handicap when you work with someone else who is at a location remote from yours. Careful questioning is essential, and tools which allow remote access to the other system are extremely helpful.

When you question a person at a remote site, never ask leading questions; they will take a hint from your question and, trying to be helpful, answer with what they think you want to hear.

Other times, the answers you obtain depend upon how much (or little) knowledge the person has about OS/2 and computers in general. When a person knows about computers (or thinks she does), the answers you receive may contain assumptions which can be difficult for you to disprove. Rather than ask "Did you check...", have the other person actually perform the tasks to make that check. Rather than tell that person what he should see, have him tell you what he sees.

The best problem solvers never take anything for granted. They never assume that their information is accurate or complete, or that everything was performed correctly.

When your information seems to contradict itself or the symptoms, start over from the beginning—as if there were no information at all with which to start.

Deduction

Deduce from your observations what the cause of the symptom might be. This is where art and religion collide with science, and produce inspiration, insight, intuition, or some other mystical, magical, mental process which results in an idea which could explain what the root cause of the problem might be.

In some cases, this is an easy process. You see an error code, you look up its meaning from the sources available to you, you apply the vast knowledge you have gained by reading extended attributes and the OS/2 documentation, and you deduce the cause of the problem. In other cases,

deduction is a very difficult part of the whole process.

Remember that the symptom is not the problem. The problem causes the symptom. In many cases, the real problem may appear to have little relationship to the apparent problem.

Take action

Perform the appropriate repair action. This is usually the simple part. The difficult part of problem solving is figuring out what to

do.

After making the repair, test it. If the action you have taken to repair the problem was not successful, begin the procedure over again, by observing the symptoms. It is possible that they have changed, and you will need to be aware of this in order to make more informed deductions the next time through the process. Even if the problem wasn't resolved, the altered symptom can be very valuable in your determination of how to proceed.

Specifics

Next month, I will cover specific steps to take when troubleshooting problems in an OS/2 environment. ☺

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Extending the Enhanced Editor

Using REXX with EPM

by Bill Schindler

The Enhanced Editor gives REXX access to almost all of EPM's data and functionality. From a REXX macro, you can open and close files, modify the menus, define actions for keys and the mouse, execute EPM commands, and insert, delete, and replace text.

If you select **Quick Reference** from the Enhanced Editor's **Help** menu, you'll discover a short section on writing EPM macros in REXX. In EPM 6.03b, there's also documentation for EPM REXX in the main help file.

Introducing EPM REXX Macros

This section goes into detail about how to enhance EPM. Besides giving you the ability to make EPM work *your way*, the lessons you learn here will help you understand how other OS/2 applications use REXX, too.

An EPM REXX macro is named using a .ERX file extension. REXX macros are run using the RX command from EPM's command line (press **Ctrl+I** from within the editor to see the command line dialog). To run a REXX macro named FIXIT.ERX, you enter the following at EPM's command line:

```
RX FIXIT
```

Any EPM commands that you can enter from the EPM command line can also be run from a REXX macro. EPM commands are run the same way any command is executed from REXX. For instance, the following code moves the cursor to the top of the current file, and locates the first line containing SAY:

```
'top'  
'1 /SAY/'
```

The REXX special variable rc is set to the return code from the last EPM command. Successful commands in EPM always return zero. In this last example, the program could test to see if the locate command found SAY by testing:

```
IF rc = 0 THEN
```

You can insert lines of text into a file loaded in EPM using the EtkInsertText function. Here's the syntax for the function:

```
CALL EtkInsertText text [, line [, file-ID]]
```

The EtkInsertText function inserts text at the line number line in the file represented by file-ID. If file-ID isn't given, the current file is used. If line isn't given, the current line is used. The following example inserts a comment on line one of the current file:

```
CALL EtkInsertText "/* a new comment */", 1
```

The file-ID is a number that EPM uses internally as a handle for a file. A file keeps the same file ID as long as it's loaded, even if the filename is changed. You can get the

file ID for the current file by calling the EtkQueryFileID function:

```
file-ID = EtkQueryFileID()
```

Once you have the file ID for the current file, you can switch to a different file and use the file ID to access the first file. You can use the file ID to make a file the active file by using the activateFileID EPM command. This command allows you to quickly make a different file the current file:

```
userFile = EtkQueryFileID()  
'e work1.txt' /* create work file -- becomes current */  
workFile = EtkQueryFileID()  
'activateFileID' userFile /* switch back to original */
```

The EtkDeleteText function deletes a line of text. The function defaults to deleting the current line of text in the current file. You can tell it to delete a different line of text, or to delete a line of text in a file that isn't the current file. The syntax for EtkDeleteText is:

```
CALL EtkDeleteText [line [, file-ID]]
```

The EtkReplaceText function replaces a line of text. Replacing a line of text is equivalent to using EtkDeleteText and EtkInsertText with the same line number. EtkReplaceText defaults to replacing the current line of text in the current file. You can tell the function to replace a specific line of text, or to replace a line of text in a file that isn't the current file. Here's the syntax:

```
CALL EtkReplaceText text [, line [, file-ID]]
```

The Enhanced Editor maintains a set of variables for each file. These variables keep track of information that is specific to each file, such as the filename, the current line and column, the number of modifications, the number of lines in the file, and so on. You can get and set the value of many of the variables from a REXX program.

To get the value, you use the special extract command. This command is only available from an EPM REXX macro, and cannot be entered from EPM's command line. The extract command retrieves the value of the EPM variable, and stores the value in a REXX compound variable that has a stem with the same name as the EPM variable. For instance, to find out what line the cursor is on in the current file:

```
'extract /line'
```

The number of values returned is stored in line.0 (in this case, one value is returned). The current line number is stored in line.1. Extract can retrieve several values in one invocation. The following example gets the current line of text, the current line number, and the total lines in the file:

```
'extract /getline/line/last'
```


The extract command only retrieves values for the current file. To retrieve values for a different file, you must switch to that file. (See EPM's help for a list of variable names that extract can access.)

The EtkSetFileField function is used to set the value of an EPM variable. The function can either set variables in the current file, or a specific file ID can be given. Here's the syntax:
CALL EtkSetFileField *field-name*, *value* [, *file-ID*]

The *field-name* is the EPM variable to set. The *value* is the new value to store in that variable. The following example sets the file-name of the current file to myfile.txt:
CALL EtkSetFileField 'filename', 'myfile.txt'

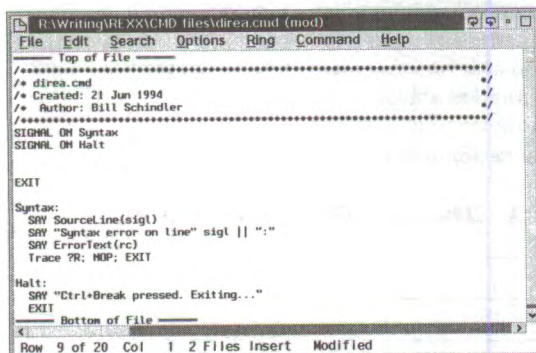
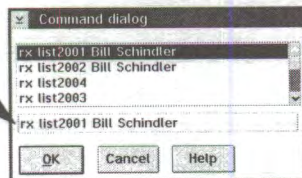
Writing an EPM REXX Macro

The EPM REXX macro in the listing combines several functions and commands to automatically generate skeleton code for a REXX program. The macro optionally takes the programmer's name as a command line argument.

The macro is executed by opening a new file in EPM, opening the command dialog by pressing **Ctrl+I**, and entering the command **rx list2001**. You can optionally enter your name as a parameter to the command.

This article is an excerpt from the upcoming book *Down To Earth REXX* (the book formerly known as *Teach Yourself REXX in 21 Days*).

Enter the command here



```
/* list2001.erm */
SIGNAL ON Syntax
```

```
PARSE ARG author
```

```
'extract /filename' /* get the file name from EPM */
filename.1 = FileSpec('N', filename.1)
```

```
text. = ''
text.0 = 20
```

```
text.1 = '/' || Copies('*', 70) || '*'
text.2 = '/' || Left(filename.1, 68) || '*'
text.3 = '/' || Left('Created:' date(), 68) || '*'
text.4 = '/' || Left(' Author:' author, 68) || '*'
text.5 = text.1
text.6 = 'SIGNAL ON Syntax'
text.7 = 'SIGNAL ON Halt'
text.10 = 'EXIT'
text.12 = 'Syntax:'
text.13 = ' SAY SourceLine(sigl)'
text.14 = ' SAY "Syntax error on line" sigl || ":"'
text.15 = ' SAY ErrorText(rc)'
text.16 = ' Trace ?R; NOP; EXIT'
text.18 = 'Halt:'
text.19 = ' SAY "Ctrl+Break pressed. Exiting..."'
text.20 = ' EXIT'
```

```
DO i = 1 TO text.0 /* insert text lines from stem */
CALL EtkInsertText text.i
END
CALL EtkDeleteText /* delete blank line */
CALL EtkSetFileField 'line', 9 /* put cursor on line 9 */
```

```
RETURN 0
```

```
/*
* Handle syntax errors
* We create a special EPM file to contain information
* about the REXX syntax error. We clear the autosave and
* modify attributes so the user isn't prompted to save the
* generated ".Macro Error" file.
*/
```

```
Syntax:
```

```
err = rc
'e ".Macro Error" /C'
CALL EtkSetFileField 'autosave', 0
CALL EtkSetFileField 'filename', '.Macro Error'
PARSE SOURCE . . program
CALL EtkInsertText 'Syntax error in' program
CALL EtkInsertText ' 'sigl': ' SourceLine(sigl)
CALL EtkInsertText ' Syntax error ('err'): ' ErrorText(err)
CALL EtkSetFileField 'modify', 0
RETURN 1
```

WarpTech registration

Sign up now to get the "early bird" discount rates

event

The Phoenix OS/2 Society, Inc is creating a special three-day technical event for OS/2 Warp users, developers, and vendors. The event will be held at the world-renowned Wigwam Resort in Litchfield Park, Arizona, USA (near Phoenix) over Memorial Day weekend.

Technical sessions are planned to cover the gamut from home to corporate users and from novices to software developers. Among the sessions you can expect:

- Software development
- The Internet and e-business with OS/2
- The guts of OS/2
- Connectivity and cross-platform issues

- The OS/2 marketplace
- Tips and tricks
- And more!

If you're an OS/2 user, developer, or vendor, this is an event you do not want to miss! To sign up, cut out or copy the form below, fill it in, and mail it to the Phoenix OS/2 Society with your check or credit card information.

The Wigwam Resort is offering a discount room rate of \$99/night for WarpTech attendees. To reserve your room at this rate, call 800-327-0396 and mention WarpTech. ☺

WARP Tech

WarpTech

Memorial Day May 26-28, 2000

Registration

Wigwam Resort | Phoenix, AZ

Today's date

Name [Last, First I. (Nickname)]

Address 1

Address 2

City

State/province

Zip code/postal code

Country

Phone

Email

Rates for full three days (includes lunches)

- Until 31 December 1999: ☐ \$110.00 POSSI member ☐ \$120.00 nonmember
1 January to 30 April 2000: ☐ \$120.00 POSSI member ☐ \$130.00 nonmember
1 May 2000 to event: ☐ \$130.00 POSSI member ☐ \$140.00 nonmember

Daily rates (includes lunches) ☐ Friday ☐ Saturday ☐ Sunday

- Until 31 December 1999: ☐ \$59.00 one day ☐ \$79.00 two days
1 January to 30 April 2000: ☐ \$69.00 one day ☐ \$89.00 two days
1 May 2000 to event: ☐ \$79.00 one day ☐ \$99.00 two days

Lunch only (\$25.00) ☐ Friday ☐ Saturday ☐ Sunday

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☐ I wish to join the Phoenix OS/2 Society now and take advantage of the member discount (enclose a completed membership application)
☐ I need vegetarian meals
☐ Do not send me WarpTech announcements via email
☐ I am interested in information about evening activities and excursions around Phoenix
☐ Please contact me about exhibiting at WarpTech
☐ Please contact me about volunteering to help at WarpTech
☐ Please contact me about advertising

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OR Charge my ☐ VISA ☐ Mastercard ☐ Discover ☐ American Express

Expiration date ____/____

Card # _____

Signature: _____

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Please use one form per registrant

Mystery meeting for December

Maybe we'll get Lexmark *this* time

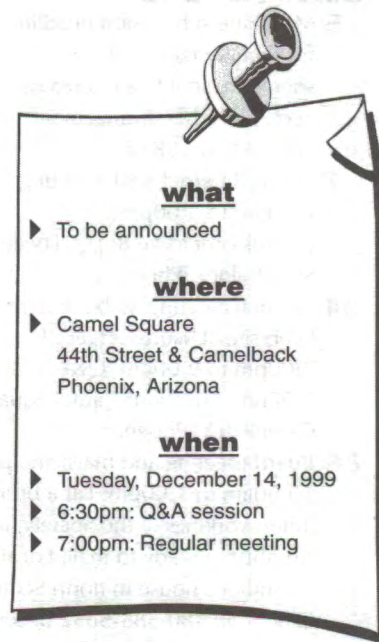
Due to a comedy of errors, Lexmark didn't make it to the November meeting. We're trying to reschedule them for the December meeting, but at press time nothing was firm yet.

A lack of a vendor at the November meeting didn't keep us from having an interesting meeting, though. The question and answer session turned into an hour long give-and-take that ran from Netscape caching to Mike's hot water heater.

If you have any thoughts on topics for upcoming meetings, please send an email to our program chair at esther@bitranch.com.

Meanwhile, the search for a good after-meeting meeting site found us at the "The Monastery" in November. It's not easy to find, even with the best of directions. However, the funky atmosphere and the cheap prices may be enough to draw us back in December.

Join us at the next meeting and find out! ☺



Join the Phoenix OS/2 Society

We're the largest international organization supporting OS/2 users, OS/2 software developers, and OS/2 friends. (Not even IBM can say that — they don't support OS/2 users!) When you become a member of the Society, you get:

- A subscription to our award-winning magazine, extended attributes
- Access to discounts and special offers to members
- Free access to our email listserv
- A chance to take part in various Society events
- The knowledge that you're not alone in a sea of Windows users

You can join by filling in and mailing the card in the center of the magazine. Or you can join online by going to <http://www.possi.org/mem.html> and following the links to BMT.

Don't miss out — join today!

Coming events

A list of events scheduled by the Phoenix OS/2 Society and other OS/2 user groups.

history

December 1999

- 5** Magazine submission deadline for January issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.
- 7** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.
- 14** General meeting; to be determined—check the POSSI Web site at www.possi.org for details. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Camel Square, G250, 44th St & Camelback, Phoenix.
- 26** Board meeting and magazine prep. Meeting is 10:00am to 1:00pm. Eat a brunch, learn about the inner workings of the Society, and help get extended attributes ready to mail. Location: Bill and Esther Schindler's house in north Scottsdale, 9355 E Mark Lane. Call 480-585-5852 or send email to esther@bitranch.com for directions.

December						
S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

be sent to editor@possi.org. For other arrangements, call 480-585-5852.

- 8** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Camel Square, G250, 44th St & Camelback, Phoenix.
- 26** Board meeting and magazine prep.

March 2000

- 5** Magazine submission deadline for April issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.
- 7** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.
- 14** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Camel Square, G250, 44th St & Camelback, Phoenix.
- 25** Board meeting and magazine prep.

March						
S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

January 2000

- 4** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.
- 5** Magazine submission deadline for February issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.
- 11** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Camel Square, G250, 44th St & Camelback, Phoenix.
- 22** Board meeting and magazine prep.

January						
S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

April 2000

- 4** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.
- 5** Magazine submission deadline for May issue. Articles should be sent to editor@possi.org. For other arrangements, call 480-585-5852.
- 11** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Camel Square, G250, 44th St & Camelback, Phoenix.
- 22** Board meeting and magazine prep.

April						
S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
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23	24	25	26	27	28	29
30						

February 2000

- 1** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.
- 5** Magazine submission deadline for March issue. Articles should

February						
S	M	T	W	T	F	S
				1	2	3
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Meeting locations

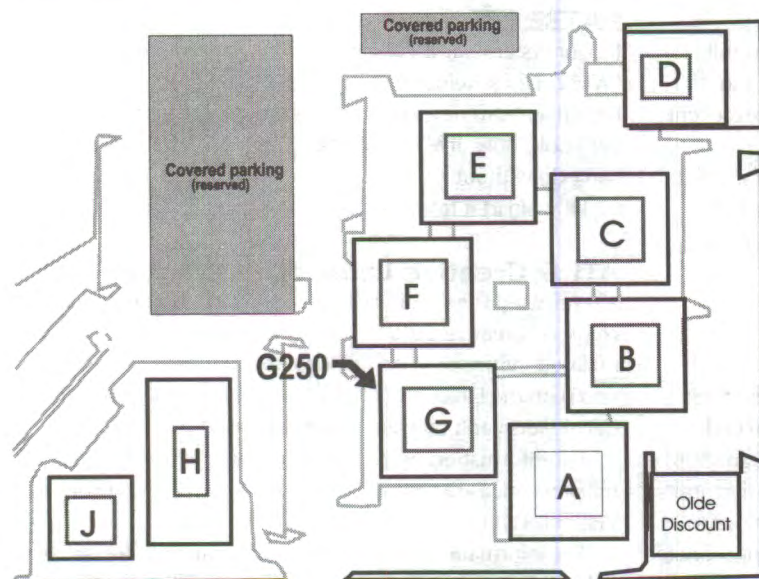
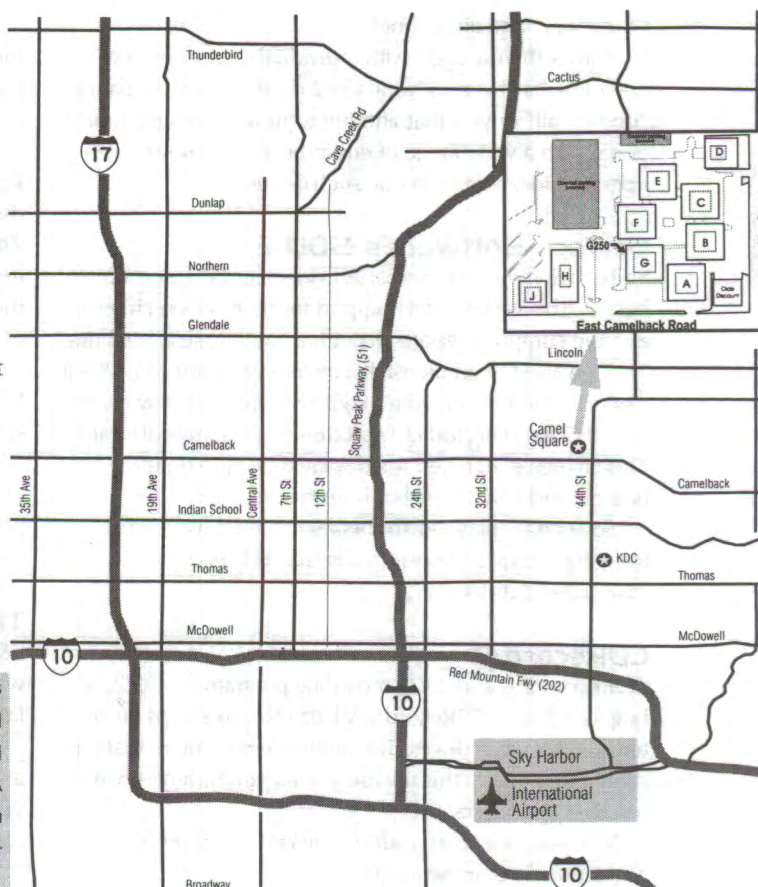
Directions to meeting locations.

General meetings are held at the Camel Square office complex, Room G250, 44th Street and Camelback (northwest corner), Phoenix.

From the Red Mountain Freeway (202), exit at 44th Street and go north $3\frac{1}{2}$ miles. From the Squaw Peak (51), exit at Colter (southbound) or Highland (northbound); follow signs to Camelback Rd and go east $3\frac{1}{2}$ miles.

The "How OS/2 Works General Interest Group" and the Internet SIG (net.sig) meet at Knowledge Development Center, 2999 N 44th St, Suite 400. That's just north of Thomas, in the building with the green dome. Plenty of free parking is available in the garage behind the building. ☺

If the mailing label on the back cover says "sample" then this may be the only copy of extended attributes that you will ever receive. If you want to keep getting the magazine (and receive all the other benefits of membership), you must join! A 12 month membership in the USA is only \$30. (See the form for membership pricing in other areas.) Tear out the application, fill it in, and mail it with your membership fee today!



North 44th Street

East Camelback Road

A map of Camel Square, the new location for the Society's monthly general meeting. We will be meeting in room G250. You may park anywhere except in the reserved (covered) parking spaces.

In the driver seat

New support for your OS/2 hardware

by David Wei, davidwei@cybermail.net

One for all, and all for one!

Rather than struggle with individual drivers for new—and old—hardware, several OS/2 developers are creating “one for all” drivers that attempt to provide generic functionality to a wide range of equipment. This month sees upgrades for more than one such driver.

SciTech Software's SDD/2

SciTech Software's One-For-All video card driver is up to beta 9. This version adds support for more video chipsets, and the company reports that it has fixed quite a few bugs. They've also put an uninstall icon into the Workplace Shell icon list, and performed a major re-write of display memory FIFO handling for S3 Trio32/64/64V+ family of boards. This change eliminated the display distortion on these boards, and enables higher refresh rates.

SciTech Display Doctor beta 9 can be downloaded from <ftp://ftp.scitechsoft.com/sdd/beta/os2/sdd-os2-7.0.0-b9.zip>.

CDRecord/2

CDRecord/2 is a free CD recording program for OS/2. A bug fix release, CDRecord/2 V1.8a24b, fixes traps on systems with certain drives. The authors recommend that you should upgrade to this release even if you haven't encountered any problems.

Visit www.geocities.com/SiliconValley/Sector/5785/cdrecord/cdrecordmain.htm.

ScrollPoint mice

ScrollPoint and other “Scroll” mice allow you to scroll through the screen with relative ease by pressing the stick or rolling the wheel on the mouse itself. They're excellent for reading Web pages and documents.

IBM recently updated its scroll-mouse driver for OS/2, though they don't mention what was changed. It's at <ftp://ftp.software.ibm.com/ps/products/os2/os2ddpak/scrollms.exe>.

Universal UltraDMA driver

Daniela Engert got fed up with OS/2's inability to use the VIA chipset with busmastering mode. So she started her own project, and modified the IBM1S506 source code.

And, with her one-for-all UltraDMA Driver, Danis506 1.0.9, it works even better than the chipset manufacturer's own Windows driver! Dani's driver even has options to insert a delay for overclocked PCI bus, which is appropriate if you're running your system bus at 75, 83, 90, 113, or other non-standard frequencies.



You can find the driver at <ftp://hobbes.nmsu.edu/pub/os2/system/drivers/storage/danis506.zip>.

lomega IDE ZIP support enhanced

IBM released the second beta of a driver for the lomega ZIP 250MB on the Device Driver Pak Web site. Plus, again from Daniela Engert, a new filter driver supporting everything that IBMATAPI.FLT does—plus lomega Zip-250.

Currently, Daniela Engert's driver suffers the same bugs as IBMATAPI.FLT, and it is not as optimized as DaniS506.ADD. In the future, it will be merged with a CD filter driver, as well as being built right into the DaniS506.ADD driver.

Find the IBM beta lomega Zip 250MB at <ftp://ftp.software.ibm.com/ps/products/os2/os2ddpak/iomega.exe>. Search for Daniadsk.zip on <http://hobbes.nmsu.edu>.

T&V HappyPlayer

T&V HappyPlayer 1.03 is a generic TV card application which supports cards based on the Brooktree BT848 or later chipsets.

This project's English home page is hosted by RU/2 site, at www.os2.spb.ru/russian/projects/happyplayer/index_e.html. That may not be a reliable site, so also try searching on Hobbes at <http://hobbes.nmsu.edu> or <ftp://hobbes.nmsu.edu>.

FAT32.IFS

If your system has a Windows 95/98 partition that uses FAT32, Henk Kelder's FAT32.IFS 0.91 will let you access the drive. (Also new on Hank's site is an updated version of WPTools, now at V3.1. I think it's one tool that OS/2 users can't do without.)

Download it from www.os2ss.com/information/kelder.

ATI & Creative Labs: open source

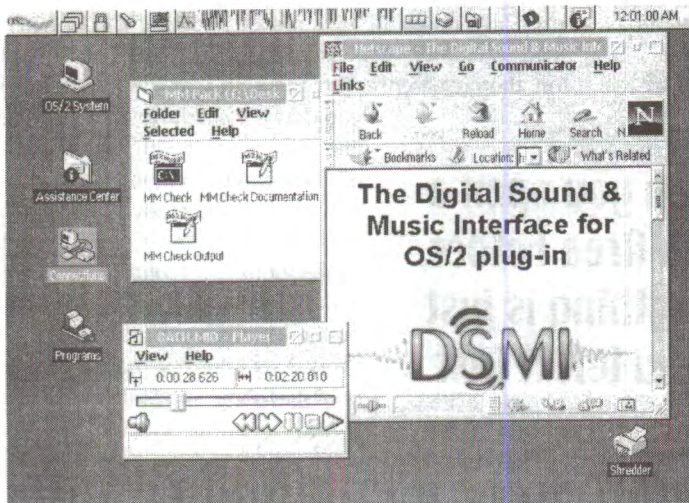
ATI released the specifications on its Rage 3D and related chipsets. Creative Labs has also provided source code and released information on its DVD decoder card. Their attention is on the Linux market, but there's no reason that OS/2 developers can't take advantage of the source code.

For information on ATI's open source action, see the full press release at www.atitech.com/ca_us/corporate/press/1999/4241.html.

For information on CL's open source action, follow the links at <http://developer.soundblaster.com/linux>. ☺

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Theta Band Software, LLC of Santa Clara, California was founded in 1997 by a team of multimedia and Internet software experts. Theta Band Software is committed to delivering next-generation multimedia and Internet applications and system software for personal computers. Theta Band Software products are distributed exclusively on the Internet, and will primarily target IBM's OS/2 Warp operating system family, ensuring that OS/2 users will always be the first and best supported by our technologies and products. After all, we could write only Windows software, but where's the fun in that ?

Theta Band Software LLC is on the world-wide-web at <http://www.thetaband.com> and can be contacted via Internet e-mail at info@thetaband.com

Theta Band Software proudly announces the Multi Media Pack—a collection of utilities to enhance OS/2 multimedia.

MMPack includes the following programs :

- **MMCHECK**

This is a utility that checks your MMPM/2 installation (i.e. MMPM2.INI) for errors or suspicious settings. If it finds any, it will tell you what they are, so that you can fix them.

- **MPU-401 Driver**

This is a replacement for IBM's MPU-401 driver, which is used to MIDI support for a number of sound cards, including sound cards that use the Crystal Semiconductor drivers. Enhancements over IBM's driver include:

- fixes for Warp 3
- SMP compatibility
- better hardware compatibility
- DOS & Win-OS/2 sharing
- RTMIDI recording without an interrupt (IRQ)
- and more !

- **Digital Sound & Music Interface Netscape plug-in (NPDSMI)**

This is a plug-in for Netscape Navigator and Communicator for OS/2. Its function is to play music module files. Modules are 32 channel digital music and are of tremendously high quality. This new version of the DSMI plug-in supports compressed (zip) module files.

The mysteries of Work Area 51

Work area folders

by Marilyn Pizzo

Combating clutter on your desktop may not be as difficult as you think. OS/2 has a built-in housekeeper to make the task easier. OS/2's *Work Area folders* can be the answer.

How are Work Areas different from other folders? When you're using them, with one click, you can open, close, or minimize several applications, folders, or other Workplace Shell objects. This can be particularly valuable if you work on several projects or multiple users share the same computer.

When you open a Work Area folder, everything is just as you left it last. Applications that were running when the Work Area was last open are reopened, and folders stored within the Work Area folder are restored to their earlier state—such as open and minimized to the desktop. When you close the Work Area folder, all the open files within the folder are automatically closed.

If you minimize the Work Area folder, all of its contents are minimized. Hide the Work Area folder, and all the windows of the objects in the folder are also hidden. (These features of the Work Area folder are available when you open the folder in icon or details view but not in tree view.)

In fact, the Workplace Shell itself is a Work Area folder.

Creating Work Area Folders

It's easy to create a Work Area folder. From the OS/2 System, open the Templates folder. Locate the Folder template and drag it to your desktop. Rename the new folder by holding down the Alt key and clicking on the title, then releasing the Alt key. Edit the title to something appropriate, and then click the mouse anywhere outside of the title area.

Next, right click on the new folder, and select the Properties option. Choose the File tab and check the Work Area option. (On this page, you can also describe the subject of this folder. If you didn't rename the new folder icon before, you can do so now by selecting the Icon tab and making the change. You can also change the icon itself to something other than a folder, to remind yourself that this folder is different than an ordinary folder.) Now, you are ready to put some stuff in that folder.

When dealing with applications or devices that you need in your Work Area folder, use a shadow of the original. If you have several Work Areas set up, you can create a shadow of an application or device in each Work Area.

When you open a Work Area Folder, everything is just as you left it last.

To create a shadow, locate and highlight the application or device you need. While holding down the Ctrl and Shift keys, hold down the right mouse button and drag a shadow to your Work Area folder. Release the mouse button, then release the Ctrl and Shift keys. It's that easy. As

you drag the shadow you will notice a line connecting it with the original until the mouse button is released.

When you're ready to add a data file to your Work Area, point to the file you want to use. Hold down the Ctrl and Shift keys. Use the right mouse button to drag the shadow to the Work Area folder. Release the mouse button and Ctrl and Shift keys. There it is. You can add as much to the Work

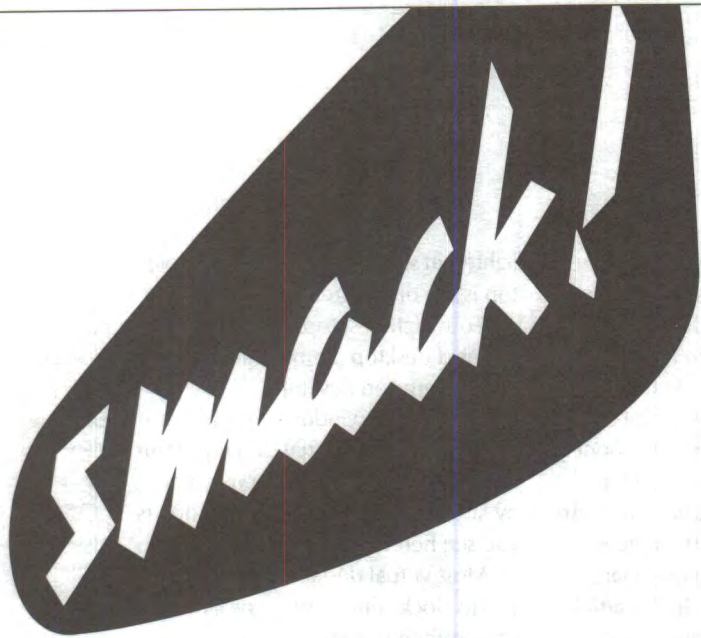
Area folder as you need for that project.

Using Work Areas

The Work Area folder is a great organizational tool. You can work on a project, having all the applications and data files you need right at your fingertips. You don't have to open and close each of the applications separately. Remember, when you close the Work Area folder, everything that was open automatically closes.

The Work Area folder is like any other folder except for the automatic open and close feature. In addition, when you don't need the Work Area folder any more, drag it to the shredder. That will not only destroy the folder but everything in it. Now you see why you use shadows of program and data files.

Work areas are not perfect. If you have a program object for your word processor in the Work Area, it won't re-open with the last document you were using; that's a function of the word processor, not the operating system. And if your intent is to keep project documents in one place, including MyProject.doc objects, Work Area folders can sometimes throw you off. If you continue to use the word processor to edit other documents besides MyProject.doc (such as OtherProject.doc), when you close the MyProject Work Area folder, the word processor will exit even if your attention has moved on to other duties. ☹



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Virtual Desktops

by Rich Steiner

feature

One of the nice things about OS/2 is its ability to run several different programs at the same time. I like to leave programs open for later use, and I also tend to do several different things at once. That usually results in a tangled maze of overlapping windows, as I try to position everything in just the right place. Things can get pretty messy, though: If you use OS/2's multitasking capabilities, sooner or later you'll start to run out of space on your desktop.

A number of software authors have recognized this particular problem over the years, and some of them have written utility programs to help OS/2 users manage large numbers of open windows on their desktops. In this article, I'll describe one of the more common solutions to this problem: the virtual desktop.

What is a virtual desktop?

Normally, your computer "desktop" is limited to the resolution of the monitor, such as 1024 by 768, or 800 by 600, which is in turn limited by the monitor's physical size and the capabilities of your graphics card.

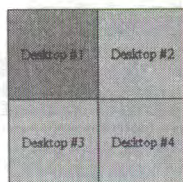
You can use a few tricks to make the WorkPlace Shell a little wider or taller than the physical screen, but under most circumstances, the desktop is only as large as the physical screen.

A virtual desktop utility allows you to have more than one desktop at the same time, creating a virtual desktop space which is larger than your physical screen. It also provides a way to move around in that larger space, so you can see (and use) programs that are open in other parts of the desktop.

Most virtual desktop utilities use the concept of "pages." The basic concept is like a word processor display: a document can have several pages, but in most cases you view only one of those pages at a time, and it's easy to switch your view to another page. With a virtual desktop, each page represents a different view of your new larger desktop.

Most of the virtual desktop utilities also use a variation on the same basic display, showing the number of desktops currently active and the program windows in each desktop.

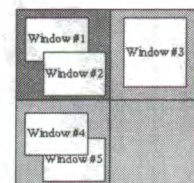
This basic status display is a small square or rectangular window which is evenly divided up into smaller sections (see Figure A). Each smaller section represents a virtual desktop which is as large as your original screen. Usually the "active" desktop (the one currently being viewed on the screen) is highlighted in some way; in this example, the upper left desktop is the one currently visible on the monitor.



lighted in some way; in this example, the upper left desktop is the one currently visible on the monitor.

To switch desktops, you click on the panel to switch to the next desktop. Some utilities may provide other ways to switch between desktops.

Application windows may also be displayed on the virtual desktop status display. They're usually represented by little rectangles in each desktop, as you see here.



Most virtual desktop utilities allow you to "lock" one or more programs to be common to each desktop. That ensures that the application doesn't disappear when you switch away to another desktop. That's handy for certain kinds of programs, such as clocks and system status displays.

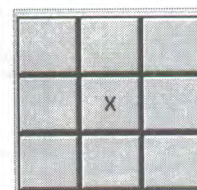
Many utilities provide the ability to create and use a virtual desktop. Some are freeware, and others are retail or shareware programs. Some are dedicated programs providing only virtual desktop functionality, while others are more complex utilities which provide a virtual desktop as part of the total package. In this article, I will cover only a few of the utilities out there. I'm sure I'm missing several. This isn't really an attempt to be a complete reference, but rather a taste of the types of virtual desktop utilities available to OS/2 users.

PMVDesk 0.25

PMVDesk is a freeware utility for OS/2, and it represents the most basic type of virtual desktop that I've found. It isn't fancy, but it works well.

PMVDesk presents you with a control panel with 2x2, 3x3, or 4x4 buttons. It switches between the virtual desktops when you click on a button. The active desktop is shown by an "X" in the display. While there are arguably better programs out there, this one is so simple that it's hard to go wrong, and it does do what it's supposed to. Check it out.

ftp://hobbes.nmsu.edu/pub/os2/util/w_ps/pmvd025.zip



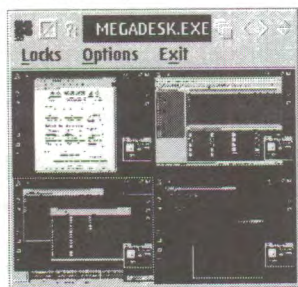
MegaDesk 2.24

MegaDesk is a freeware utility released to the public by IBM via its EWS (Employee Written Software) program. It's a basic standalone virtual desktop utility that provides a substantial number of virtual desktops (I'm not sure what the limit is, but it's large). It uses a standard desktop control panel display to show the status of its virtual desktops.

Switching between desktops is accomplished by clicking on the desktop area in the control panel. Program windows may be locked in place by name (so they show up on all desktops) using the Locks menu item.

One unique MegaDesk feature is its ability to show each desktop panel as a miniature picture of the actual desktop it represents, which looks rather nice. It doesn't seem to show application windows at all, though, unless you enable the bitmap display. However, I think it's pretty, and it's hard to argue with the price.

ftp://ftp.pc.ibm.com/pub/pccbbs/os2_ews/megads.zip



PageMage 0.36 (beta)

PageMage is a freeware utility which was still in beta when the author stopped active development. But it feels like a finished program, and I think it's certainly worth a look.

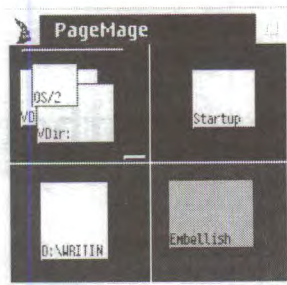
Like MegaDesk, PageMage's control panel shows the virtual desktops, but unlike MegaDesk, PageMage shows the applications as little rectangles within each desktop (with optional descriptive text).

The feature I like best in PageMage is its "panning" feature. You can configure PageMage to sense when the mouse is near an edge of the screen. The program will automatically switch you to the next desktop when you bump that edge of the screen with the mouse pointer. You can also move windows between desktops by dragging them to a screen edge and dropping them (though it takes some practice to get a feel for this).

PageMage handles up to 81 virtual desktops (arranged in a 9x9 grid), and lets you customize its colors to match your desktop.

Overall, PageMage is a very stable and functional piece of software even though it's technically beta software. I highly recommend it, if all you need is a virtual desktop utility with no strings attached.

<ftp://hobbes.nmsu.edu/pub/os2/util/wps/pgmg036.zip>

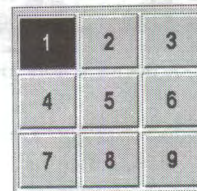


FileBar 2.01

FileBar 2.01 is a slick shareware utility which provides more than just a virtual desktop. FileBar also has a desktop menu and can be used as a WPS replacement, but I'll limit my comments to its virtual desktop.

FileBar's documentation refers to its virtual desktop functionality as "work areas," and it provides both a numbered button panel and a menu for navigation between work areas. FileBar also supports switching between desktops by bumping the mouse against the side (or top/bottom) of the screen, and it supports up to nine virtual desktops. Quite a useful utility, and very "lightweight" if memory is an issue.

\$25 (shareware). <ftp://hobbes.nmsu.edu/pub/os2/util/wps/fileb205.zip>

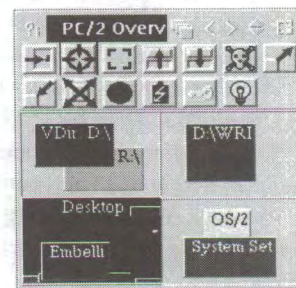


Program Commander/2 1.21

Program Commander/2 is rather nifty free program which contains a lot more than just a virtual desktop; you can also use it as a replacement for the WPS on low-memory systems. But again, the virtual desktop portion is what I'll talk about here.

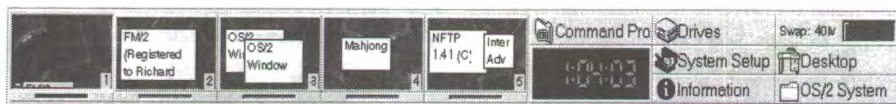
Like the utilities already reviewed, Program Commander/2 provides the same typical control panel (with some additional icons), but it also has the best of all worlds when it comes to additional features. Not only does it let you drag application windows around via the control panel and move from desktop to desktop by bumping the mouse against a screen margin, but it also lets you customize the amount of scrolling the desktop does when you bump the side of the screen (in increments of 5%), allowing for partial movements between desktops. A very slick utility, and one I highly recommend!

<ftp://hobbes.nmsu.edu/pub/os2/util/wps/pc2v210.zip>



Object Desktop 2.0

Object Desktop is a well-known retail utility package which contains a lot more functionality than I'll discuss here. The reason I



include it, though, is because it includes a virtual desktop.

The virtual desktop in Object Desktop is good looking and functional. It doesn't use the normal tiled display used by the other virtual desktop utilities use, but instead places the desktop buttons in a row on its Control Center object. Object Desktop supports up to 16 virtual desktops. Movement between desktops is accomplished by clicking on the appropriate panel.

\$89.95. www.stardock.com

Virtually the best?

Now we come to the inevitable question: which of these utilities would I recommend? As with many things, the real answer is "it depends."

Right now on my main OS/2 machine I use PageMage, mainly because it's a simple

and elegant solution. It creates a virtual desktop, it does it very well, and I like being able to switch between desktops with only a flick of the mouse. Also, I can make it blue to match my current desktop theme.

I recommend Program Commander/2 as an alternative. It is reliable, elegant, and actively supported (a very important item to consider before something breaks!).

Object Desktop is a good utility in its own right. I might recommend it for other reasons, but if a virtual desktop is all you need, in my opinion Object Desktop is serious overkill.

All of this software (except Object Desktop) is freely downloadable. Why not grab a copy for yourself, and see what you think? ☺

By day Rich is a corporate Macintosh and Windows NT user who writes mainframe software for a living at a major US airline. By night he collects and plays with PC operating systems and utilities for his home LAN. He's been a PC hobbyist since 1988, and a full-time OS/2 user since 1992.

But that's not all

DeskMan/2, while taking a bit of a different tack than Object Desktop, is a fully loaded desktop management suite which happens to include a highly advanced virtual desktop feature, too. Each virtual desktop can be named and uniquely configured with its own task list, context sensitive tools, and other characteristics.

\$99.95, DevTech, www.devtech.com

Craig Greenwood

Talk to 830+ shareware authors worldwide—free

press release

Euro-Share is celebrating its second anniversary by inviting try-before-you-buy software developers to join. Euro-Share is a mailing list that shareware developers around the world use to communicate with each other about issues that are vital to creating and marketing their programs.

Euro-Share is free. It's free of charge, free of spam, and free of the personal attacks, advertisements, and other unpleasanties of unmoderated Usenet newsgroups. Subscribers can read and contribute unlimited postings, at no charge. And part of being "spam-free" means that Euro-Share will never trade, sell, or rent your email address to anybody else.

Euro-Share is a mailing list that is created daily from the postings of its 800+ shareware author subscribers. Every day, subscribers receive a dozen or so emails from Euro-Share on a number of vital shareware topics. Or they can receive the postings in "digest" format and get them in emails of ten postings each.

Euro-Share contains usable, actionable information. With more than 830 shareware authors posting to dozens and dozens of threads, Euro-Share brings you varied opinions on key shareware issues, including a perspective from "across the pond" from its many European subscribers. All postings are in English.

Euro-Share subscribers gain valuable insights about marketing into the European Union, the second largest market in the world. In addition, there are a variety of perspectives on marketing issues in the United States.

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New and improved

compiled by Esther Schindler

It would be entertaining to start this column by musing, "Nostalgia ain't what it used to be," but apparently that isn't true for OS/2 users. One intrepid OS/2 user has revived what may be the best feature from WebExplorer (next to its speed and stability): modifiable animations. Someone else has ported a utility that enables you to run old Commodore programs. Doesn't anybody want any new programs?

I hope you do, because there's a good crop of upgrades this month. Want a good excuse to investigate one of these in detail? Contact Craig Greenwood, reviews@possi.org, and arrange with him to write a review for extended attributes.

Throbbers archive

Tired of the Netscape comets? Miss the animations from Web Explorer? Help is on the way!

Stefan Gombar from TeamOS/2 Austria converted more than 150 WebExplorer animations and invites you to supply more. You can find the "Throbbers Archive" at www.os2forum.or.at/TeamOS2/English/Special/Throbbers. (It can be reached only directly using this link.)

With JavaScript enabled, you can preview the animations as animated GIFs. If you have animations to be added to the archive, email them to e9125065@student.tuwien.ac.at.

This feature works only with the OS/2 version of Netscape.

Tisean

Tisean is a set of utilities that analyze data in nonlinear (chaotic) systems. (If you don't know what that means, advises the program author, you don't need it.) Ron Blatt (Cygnus@unimatrix.com) recompiled Tisean 2.0 to OS/2 using gcc, and says it's 100% compatible functionally with Unix distributions.

You can find Tisean at <ftp://hobbes.nmsu.edu/pub/os2/apps/analysis/tisean-os2.zip>.

InJoy Connect

F/X Communications released the first RADIUS compliant Remote Access Solution for OS/2.

InJoy Connect (IC) adds Point-to-Point (PPP) dial-in features to the InJoy product family. It offers reliable dial-in using normal analogue telephone lines, leased lines or ISDN (CAPI is supported through CFOS/2). IC ships with several ready-to-go sample setups and an easy to understand GUI, but you may appreciate its advanced features such as centralized management, modular/distributed

design, RADIUS support, IPSec support, remote monitoring, advanced packet filtering, and extensive documentation.

IC supports RADIUS for authentication, authorization, and accounting (AAA), but IC can also function as its own centralized AAA server with the need for a RADIUS server.

IPSec (Internet Protocol Security) is an Internet standard for interconnected, secure networking devices and the predominant technology in Virtual Private Networks (VPNs). More information is available at www.fx.dk/ipsec.

PartitionMagic

PowerQuest Corporation released PartitionMagic 5.0, the latest version of its partitioning software. In version 5.0, PowerQuest includes the ability to merge FAT and FAT32 partitions and expands PartitionMagic's patented technology to convert additional partition file systems. Other new features include an improved wizard-driven interface, a list of pending operations, improved error checking in partition tables, and an improved user-interface for scripting in the professional version.

Partitioning allows computer users on all levels to increase computer efficiency, better organize data and protect that data from harm. Experimenting with new operating systems like Linux and Windows 2000 is safe when using PartitionMagic to help boot and run multiple OSs. The ability to merge partitions eliminates the need for copying data to another partition prior to creating, moving and resizing another partition. The ability to convert partitions from logical to primary is valuable when users want to install a new OS or change the manufacturer's primary and logical partition settings on new computers.

The enhanced interface found in PartitionMagic 5.0 gives users the option to hide wizards for a cleaner look. In addition, color coding of file system types makes it easier to identify partitions. A new wizard is also available to guide users through the installation of a new OS with options that help in creating a partition specific to that OS. Users also can view a list of pending operations to review actions that will be processed before applying changes.

The professional version of PartitionMagic 5.0, available through PowerQuest's corporate licensing program, allows users to write scripts



and view them while running PartitionMagic, thus saving time for IS managers needing to partition multiple drives.

PartitionMagic 5.0 includes BootMagic software to safely install, run and switch between multiple operating systems. PartitionMagic creates and manipulates the partitions in which multiple operating systems can reside, while BootMagic allows the user to switch from one OS to another without worry of compatibility problems. The latest version of BootMagic allows users to password protect a menu item, giving greater security to operating systems and preferences.

PartitionMagic continues to support drives larger than 20GB and offers complete support for FAT16, FAT32, FAT32X, NTFS, HPFS and Linux ext2 partitions. Both DriveMapper, which updates drive letter references for partitions, and MagicMover, which moves applications and their related files from one partition to another, are also included in the latest upgrade.

PartitionMagic 5.0 will continue to save hard-disk space lost due to inefficient cluster sizes on partitions by bringing them down to a more efficient level, reclaiming up to 40 percent of the hard disk space.

PartitionMagic does not include an OS/2 executable, but it runs fine from DOS or from some other operating systems.

For more information, see www.powerquest.com.

Textflow Batch OCR

Solution Technology reduced the price on its Textflow Batch OCR for OS/2 Standalone product to \$299, as a result of a new licensing agreement for the OCR engine.

Textflow is independent of any scanning application. Document image files can come from almost anywhere. Textflow reads multiple image files of almost any kind from a directory of your choice. Textflow quickly translates each page of each image file into a document in ASCII text or Rich Text Format (RTF).

STi is a manufacturer of production level OS/2 and NT based image, barcode, and forms processing products including Bar-Code Anywhere, Genie Forms Express, and ReView Document Manager. The company is a principal supplier of accessory imaging support subsystems for IBM's ImagePlus and VisualInfo product line as well as Input Software's InputAccel product.

TiMidity MCD

TiMidity, originally an UNIX program, plays MIDI files entirely in software (except for the final output, of course) and with high quality. equivalent to a wave-table MIDI system.

You can now download a free, open-source version of TiMidity for OS/2, as both a stand alone executable and a DLL. The DLL version interfaces with MMOS/2 as a Media Control Device, which allows OS/2 programs that play MIDI through MMOS/2 to use TiMidity—including the Multimedia objects and the Netscape Plug-in-Pack.

You can download it from www.reamined.on.ca/doconnor/timidity.html.

NFTP

Dr. Sergey Ayukov has upgraded his popular FTP client, NFTP, saying, "I am proud to reaffirm my commitment to develop OS/2 software with this new release." NFTP 1.60 is a text mode ftp client for BeOS, Digital Unix, FreeBSD (Intel), Linux (Intel, Alpha, SPARC), OS/2, Solaris (SPARC and Intel) and Windows 95/98/NT.

New features of this version include a two-panel screen layout, a new way of handling FTP passwords, mirroring, in both directions, and the ability to restart uploads. The transfer progress indicator has been revamped, and NFTP now preserves timestamps and permissions when downloading or uploading. The program's proxy support is enhanced, it has a new scripting interface, and FTP search results are now persistent across sessions. The utility is available with support for several languages, ranging from

Brazilian Portuguese to Swedish to Ukrainian.

NFTP is shareware, and costs \$25. You can register via BMT Micro. One registration covers all versions (including future ones) on all platforms. More information is available from www.ayukov.com.

SFX Installer

PillarSoft's SFX Installer is a one file archive/installation tool for OS/2. It marries your software's installation tool with its own setup tools into one package for point and click installation setups. SFX allows you to build an archive in standard or self-extracting formats, with or without the installer.

There are no cryptic scripts to learn to write other than any setup strings (samples provided) you need to place folders and icons on the desktop. The installation setup tool allows you to point and click a complete setup. When you are satisfied with how the archive is set up, you can save the information and recall it when needed. SFX saves and retrieves as many setups as you have disk space for and will help the author of multiple programs to keep them organized. It can also be used as a general zip file distribution builder.

The SFX Installer includes several novel details for software distributors including:

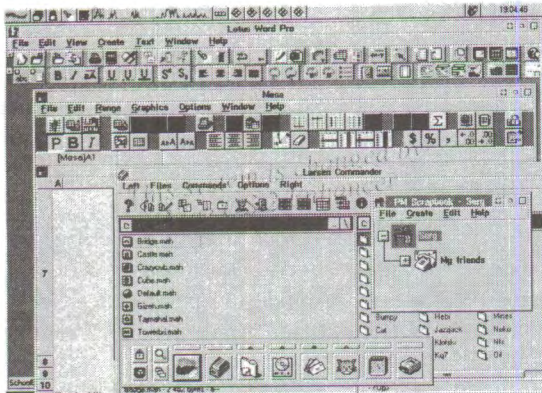
- DLL and help file placement (and tracking) into existing LIBPATH and SET HELP directories
- An uninstallation script is created at the user's install time, which can delete the files your program installed and remove WPS objects.
- Plugin scripts can overcome any installation limitations

Although the installer is distributed as shareware (\$35) through BMT Micro, PillarSoft invites freeware authors to use the installer free of charge as a small token of appreciation.

More information and downloads are available at www.pillarsoft.net.

Nice OS/2 Enhancer

The Nice OS/2 Enhancer adds new features to OS/2 Warp. This version has a new interface and great changes in a kernel code, the speed was increased, and new features were added. Some of them include image movement in all windows by means of mouse and keyboard, a Workplace extension (four "rooms" around the desktop), and hot key definitions.



The utility is free, open source, and is available at <ftp://os2.nmsu.edu/pub/os2/util/wps/nice-os2-v30.zip>.

Styler/2

Styler/2 version 1.0, previously known as Smart Windows, is an OS/2 user interface enhancement. Both OS/2 aesthetics and behavior can be modified to meet your needs.

Styler/2 lets you use bitmaps or shades as titlebar backgrounds, choose any bitmap (of appropriate size) for the window buttons, and force all dialog windows to use your favorite font. Other features include window rolling, titlebar hiding, overriding the default size and position of maximized windows, moving windows by dragging their frame, pushing windows behind the other windows, selection of the entry fields contents, mouse copy/paste in VIO

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windows, autofocus, mouse pointer hiding, mouse button double click emulation and automatically moving the mouse pointer to the focus window.

For more details, visit <http://acsoft.ghostbbs.cx> or <http://space.tin.it/scienza/acantato>.

ServerConfig/2

sehh (sehh@alterd.com) released ServerConfig/2 version 1.5, a PM configuration utility for the Apache Web server, the InetPowerServer/2 and the IBM TCP/IP Firewall.

ServerConfig/2 allows you to remotely configure OS/2 or Unix/Linux Apache systems. It also has full support for all services in InetPowerServer, with full GUI support for user management. Plus, it has full support for the TCP/IP Firewall, GUI interface for all the rules, log file, error log and Tunneling (VPN) support!

Learn more at sehh's home page, www.ecs.soton.ac.uk/~dm898/soft.html.

Pluto IKE Server for IPSec

F/X Communications released the first IPSec capable IKE Server for OS/2.

The IKE (Internet Key Exchange) Server, known as Pluto, is an OS/2 port of Pluto 1.0 found in the Linux FreeS/WAN IPSec implementation. Pluto is released with source code under the GNU General Public License—free of charge.

Pluto runs as a server and implements the IKE protocol (RFC 2409). It verifies identities, chooses security policies, and negotiates keys for IPSec (RFC 2401) implementations. Also included is a toolkit for adding key management functionality into an IPSec-based product.

More information about Pluto and the IPSec Plugin is available at www.fx.dk/ipsec.

Maul Publisher

Maul Publisher 1.11 is a full powered desktop publishing application for OS/2 Warp, and it's just been updated.

This release introduces a new frame type, spline curves, and new frame manipulations. Maul Publisher now includes a semi-automated text index creation utility, word count, and improved text formatting. You can draw text along a border, including curves and lines, and place pictures or shading inside text. Improved image handling provides better means to scale and clip images. Maul Publisher now supports BMP, JPG, GIF, TIFF and RIFF, PCX, TGA, and PhotoCD image formats, amongst others. New border styles allow multishaded, solid, or dashed line types with arrowheads and other line endings. The application also has new multishading background styles and fill types, with adjustable orientation. An improved user interface has multiple window management, crash protection, improved dialogs, and more.

You can register Maul Publisher at BMT Micro. It costs \$79.

Vice/2

Do you miss your old computer? VICE is a versatile Commodore emulator, and the first release of Vice/2—an OS/2 port—is available. Many features are still missing, yet, but the Commodore 64 emulation should work and the entire application functionality should be available via command line. Vice/2 uses DIVE and DART at the moment.

Send bug reports and suggestions to tbretz@gsi.de. You can find the binaries at www.prakt.physik.tu-muenchen.de/tbretz/vice2.

KidStuff for OS/2

Aviar, Inc. released a KidStuff Plus Pak add-on for KidStuff for OS/2, edutainment software for children ages 3 to 7.

The Plus Pak consists of four modules:

- Connect the Numbers: a variation of the classic "connect-the-dots" game found in many children's books.
- I'm Different: this program displays four pictures, three of which are the same—one different in some way. The child

must identify which picture is different.

- I Can Draw: a very simple free-form drawing package.
- What Am I? As the computer displays a picture, the child types in the word which describes the picture.

KidStuff for OS/2 is featured on Aviar's Web page, www.oops-web.com/KS/KStuff.html.

Lotus SmartSuite Fixes

The latest fixes for Lotus SmartSuite for OS/2 Warp bring it up to version 1.1.1. You can find the patches as follows, from <http://support.lotus.com/1shome.nsf>. (Don't you love frames?)

- From the Tech Support home page, select Support Downloads
- Select Support Online Resource Library
- Follow Next Page Link to find Smartsuite for OS/2
- Click on the Triangle marker and again on the Updates marker to open sub-menus
- Select Smartsuite for OS/2 Warp 4 Release 1.1.1 Updated Files
- This opens Document #21180 which lists affected files
- Scroll down page #21180 for Instructions and Attached Resources (various zip files)

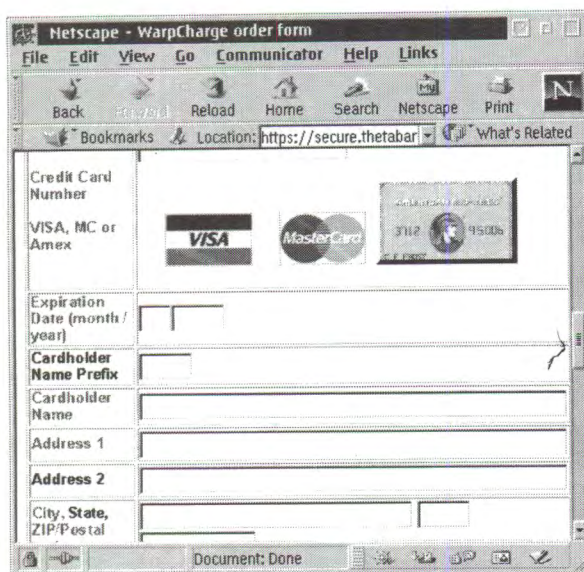
More details about the fixes are at Document #173173 (linked at the end of page #21180). Click on the note icon next to the document reference.

New Ada95 tools

Ada Core technologies uploaded the latest release of GNAT (GNU Ada Translator) to <ftp://cs.nyu.edu/pub/gnat/os2>. Plus, Leonid Dulman has made a visual development tool available at his site, <http://ada95.freesevers.com>. For more information about Ada95 see www.gnat.com as a starting point. ☺

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Theta Band Software, LLC of Santa Clara, California was founded in 1997 by a team of multimedia and Internet software experts. Theta Band Software is committed to delivering next-generation multimedia and Internet applications and system software for personal computers. Theta Band Software products are distributed exclusively on the Internet, and will primarily target IBM's OS/2 Warp operating system family, ensuring that OS/2 users will always be the first and best supported by our technologies and products. After all, we could write only Windows software, but where's the fun in that?

Theta Band Software LLC is on the world-wide-web at <http://www.thetaband.com> and can be contacted via Internet e-mail at info@thetaband.com

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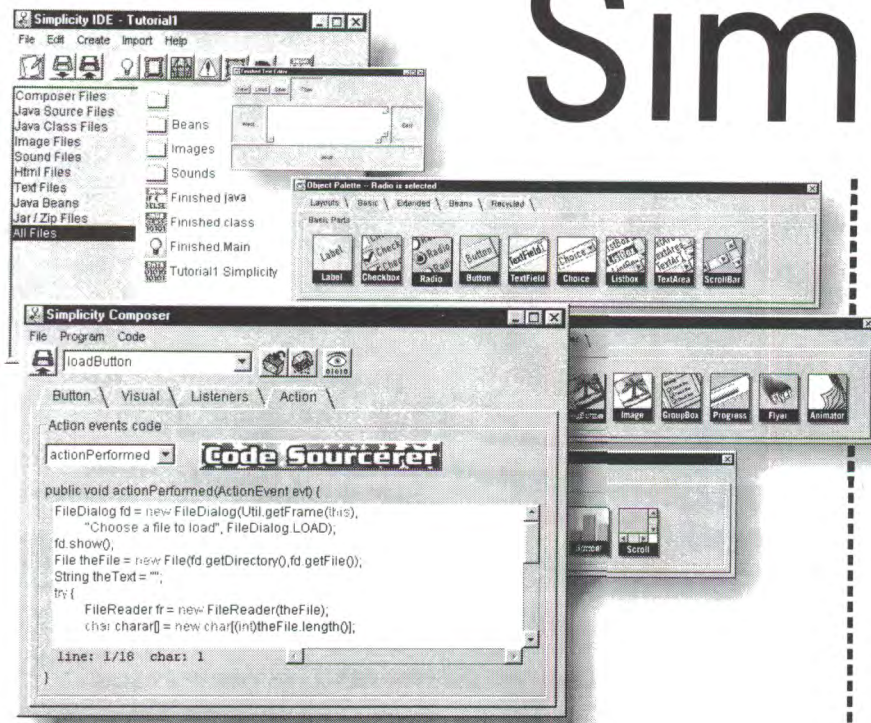
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